

# TWERPS

By Sirius™



# Twerps

## To Begin The Mission:

Insert the Twerps diskette in Drive #1 and boot as you normally would. Use the "SPACE BAR" to start the game, and select a control mode:

## Keyboard Controls:

Twerps will automatically start up in the Keyboard Mode. To maneuver, use the following keys:



The "H" key will keep your vehicle stationary. To return to the keyboard mode from any other control mode, press CTRL K. Use the SPACE KEY to fire.

## Apple Paddles or Joystick Controls:

Press CTRL P to use the Apple paddles or Joystick. (This command is the same with or without the use of Sirius' Joyport.) Press CTRL V to change the axis of the joystick or to switch directions on the paddles. When using Apple paddles, one is used to control upward and downward movement and the other is used to control right and left movement.

## Atari-type Joystick Controls:

Press SHIFT CTRL P to enable Atari-type joysticks *attached to a Sirius Software Joyport interface*. Make sure the switches are set correctly on the joyport.

## Other Commands:

CTRL R followed by the number 1 through 8 will restart the game at the level of difficulty you wish to play. Use the ESC key to pause and restart. Press CTRL S for sound on/off toggle. Note: When the sound is turned off it may be recorded or amplified from the cassette output.

## Fuel:

There is a fuel gauge in the upper portion of the screen. Fuel is a function of time only.

## Orbiters:

You must shoot a flight path through the Orbiters and fly off the edge of the screen on your way to and from the asteroid. To shoot Orbiters while in the keyboard mode, press the SPACE BAR. To shoot when using paddles or joystick, press the FIRE BUTTON.

## **Landing:**

Keep the Twerp-craft flying toward the left of the screen; the Twerp-craft will automatically begin to descend when you are directly over the asteroid. You must then guide the Twerp-craft onto the asteroid's blinking landing pad. At this point, you will need to engage the Twerp-craft's thrust force to avoid crashing into the asteroid's mountains. If you are in the keyboard mode, press the REPEAT key in conjunction with the SPACE BAR. If you are using paddles or joystick, keep the FIRE BUTTON depressed. When you have landed safely, Captain Twerp will be transferred into the Twerp-mobile which will then zip off to the craters.

## **Gathering Twerps:**

When you reach a crater with a Twerp in it (you can tell by the "feelers" sticking out), you can pick it up by pressing the SPACE BAR or FIRE BUTTON. Once you've rescued a Twerp, it will attach itself to you, and soon Captain Twerp will have a whole string of Twerps following him around. Be careful, the asteroid's sneaky inhabitants may snatch up the last Twerp in line at any moment.

## **Glingas and Gleepnoks:**

Glingas are playful birds that swoop up Twerps and drop them back into empty craters. They don't eliminate Twerps, but they waste your time and fuel! Gleepnoks are giant drooling mouths that EAT Twerps. If they eat Captain Twerp, you will have to start back at the Mother Ship. You cannot destroy Glingas or Gleepnoks, but you can escape them. Simply rush to the nearest unoccupied crater and hide inside it by pressing the SPACE BAR or FIRE BUTTON. To return to the surface, push the SPACE BAR or FIRE BUTTON and you will pop out of an empty crater.

## **Leaving The Asteroid:**

To leave, go back to your Twerp-craft in the extreme lower left corner of the screen and press the SPACE BAR or FIRE BUTTON once to re-enter. You can leave the asteroid at any time, but you will get more points if you pick up all the Twerps. The Twerp-craft will automatically blast off the asteroid and travel towards the Mother Ship — and more Orbiters! You must blast a path through the Orbiters, fly through it, and deliver the rescued Twerps to the Mother Ship before getting refueled for another mission.

## **Scoring:**

Each time you hit an Orbiter you gain 4 points. For each Twerp you bring back to the Mother Ship, you gain 15 points, and for each Twerp you leave behind, you are docked 20 points. You also receive extra points for any remaining fuel. You are allowed three Captain Twerps per game, but if you run out of fuel the game is over.

Good luck on your mission.

## **Important:**

This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failing the test results in a "beep" and an attempt at rebooting will occur. If after several "beeps" the game is still not running, you have one of the following problems: 1) the disk drive is out of adjustment 2) there is bad RAM in the Apple 3) you have a bad diskette. Try the diskette on a different Apple to eliminate the possibility of a bad diskette. (We test all of our products prior to shipment; however, a duplicate of the game is on the backside of the disk just in case.)

**Software Replacement Policy:** Sirius Software, Inc. will replace any software diskette that is found to be defective. The customer is responsible for postage within the United States and Canada. A copy of the original sales receipt is required to receive replacement funds to cover shipping costs. The original disk must be returned for replacement.

NOW! From the company that brought you Sneakers, Beer Run and a host of other blockbusters: "TWERPS!" Sirius does it again. Another whimsical, challenging game with a cast of top-starring characters. Meet Captain Twerp! Thrill at the shooting Orbiters! Be amazed by the swooping Glingas! Gasp in terror at the drooling Gleepnoks! A game you'll want to tell *all* your friends about.

Programmed By Dan Thompson  
Assembly Language 48K

Requires An Apple II or Apple-II+ Computer With 48K  
Boots Directly With Either 13 or 16 Sector Controller

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